

**AMENDMENTS TO THE CLAIMS**

1. (Currently Amended) A computer-implemented method of delivering customized content over a network to mobile devices, the method comprising:

providing content in a generic markup language, ~~the content in a generic markup language susceptible to being converted to a plurality of markup languages capable of being displayed on a mobile device interfaced with the network~~including tags used to translate the content, behavior of the tags extensible by a content developer for use in content translation based on an identified attribute of a requesting device, the content in the generic markup language convertible into content of multiple programming languages capable of being displayed on a mobile device;

providing at least one registry containing device information for multiple types of mobile devices, the information including device attributes for each type of mobile device;

receiving a request for the content from a mobile device interfaced with the network;

identifying automatically without user input, based on the request, a type of device for the mobile device;

retrieving device information for the identified type of device from the at least one registry;

generating content for the mobile device by:

converting the content in the generic markup language into a form of content displayable on the mobile device; and

customizing the converted content based upon at least one device attribute in the device information retrieved from the at least one registry, the customizing occurring programmatically without input from a user; and

transmitting the generated content over the network to the mobile device.

2. (Previously Presented) The method of claim 1 comprising the further step of:

translating the content from an original programming language into the generic markup language prior to converting the content in the generic markup language into content displayable on the mobile device.

3. (Previously Presented) The method of claim 2, comprising the further steps of:

providing a translator capable of converting WML content into the generic markup language content; and

translating WML formatted content into the generic markup language content using the WML translator.

4. (Previously Presented) The method of claim 2, comprising the further steps of:  
    providing a translator capable of converting HTML content into the generic markup language content; and  
    translating HTML formatted content into the generic markup language content using the HTML translator.
5. (Previously Presented) The method of claim 1, comprising the further steps of:  
    marking the generic markup language content with identifiers; and  
    performing the retrieving of device information from the at least one registry based on one of the identifiers marking the content.
6. (Previously Presented) The method of claim 1 wherein the device information includes data rendering attributes of mobile devices.
7. (Previously Presented) The method of claim 1, comprising the further steps of:  
    providing a set of rules for translating of the content from the generic markup language into content displayable on the mobile device; and  
    applying at least one rule from the set of rules in combination with the device information from the at least one registry to generate content for the mobile device.
8. (Previously Presented) The method of claim 7, comprising the further steps of:  
    receiving user preferences relating to the display of content on a mobile device; and  
    using at least one user preference to generate the content for the mobile device.
9. (original) The method of claim 8 wherein the at least one user preference is at least one of user interface choices, key mappings, key behavior, functionality, amount of information to be rendered, language, and location.
10. (Previously Presented) The method of claim 1, comprising the further steps of:  
    providing a plurality of stylesheets for the generic markup language;  
    using the stylesheets in generating the content for the mobile device.
11. (Previously Presented) The method of claim 10 wherein at least one of the stylesheets converts the generic markup language content into HTML content.

12. (Previously Presented) The method of claim 10 wherein at least one of the stylesheets converts the generic markup language content into WML content.

13. (Previously Presented) The method of claim 10 wherein at least one of the stylesheets converts the generic markup language content into HDML content.

14. (Previously Presented) The method of claim 10 wherein at least one of the stylesheets converts the generic markup language content into i-mode content.

15. (Previously Presented) The method of claim 1 wherein the amount of the generated content that is delivered to the mobile device is based on the display capacity of the mobile device.

16-18. (Canceled)

19. (Previously Presented) The method of claim 1 wherein the mobile device is a cellular phone.

20. (Previously Presented) The method of claim 1 wherein the mobile device is a PDA.

21. (Currently Amended) A tangible medium holding computer-executable instructions for customizing data based upon device attributes, the instructions ~~comprising when executed causing a computing device to:~~

~~instructions for providing~~provide content in a generic markup language, the ~~content in a generic markup language including tags used to translate the content, behavior of the tags extensible by a content developer for use in content translation based on an identified attribute of a requesting device, the content in the generic markup language convertible into content of multiple programming languages capable of being displayed on a mobile devicesusceptible of being converted to a plurality of markup languages capable of being displayed on a mobile device interfaced with the network;~~

~~instructions for providing~~provide at least one registry containing device information for multiple types of mobile devices, the information including device attributes for each type of mobile device; and

~~instructions for receiving~~receive a request for the content from a mobile device interfaced with the network;

~~instructions for identifying~~ identify automatically without user input, based on the request, a type of device for the mobile device;

~~instructions for retrieving~~ retrieve the device information for the identified type of device from the at least one registry;

~~instructions for generating~~ generate content for the mobile device by:

converting the content in the generic markup language into a form of content displayable on the mobile device; and

customizing the converted based upon at least one device attribute in the device information retrieved from the at least one registry.

22. (Currently Amended) The medium of claim 21 wherein the ~~instructions further comprise~~ execution of the instructions further causes the computing device to:

~~instructions for providing~~ provide a database storing sets of individual user preferences, the database interfaced with the network;

~~instructions for retrieving~~ retrieve a set of individual user preferences from the database; and

~~instructions for using~~ use the set of individual user preferences to create the device-specific content.

23. (Previously Presented) The medium of claim 21 wherein the at least one device attribute for the mobile device includes at least one attribute from the group of a memory attribute, storage capacity attribute and operating system of the mobile device attribute .

24. (Previously Presented) The method of claim 1 wherein the at least one device attribute for the mobile device includes at least one attribute from the group of a memory attribute, storage capacity attribute and operating system attribute for the mobile device.

25. (Currently Amended) A system for delivering customized content over a network to mobile devices, comprising:

content written in a generic markup language, the ~~content in a~~ generic markup language including tags used to translate the content, behavior of the tags extensible by a content developer for use in content translation based on an identified attribute of a requesting device, the content in the generic markup language convertible into content of multiple programming languages capable of being displayed on a mobile device ~~susceptible to being converted to a~~

~~plurality of markup languages capable of being displayed on a mobile device~~ communicating over the network;

at least one registry containing device information for multiple types of mobile devices, the information including device attributes for each type of mobile device;

an electronic device in communication over the network with a mobile device, the electronic device receiving a request for the content from the mobile device and identifying automatically without user input, based on the request, a type of device for the mobile device, the electronic device retrieving device information for the identified type of device from the at least one registry and generating content for the mobile device by converting the content in the generic markup language into a form of content displayable on the mobile device, the converted content additionally customized based upon at least one device attribute in the device information retrieved from the at least one registry, the customizing occurring programmatically without input from a user, the generated content transmitted over the network to the mobile device.

26. (Previously Presented) The system of claim 25 wherein the mobile device is a cellular phone.